

# Image Filtering

## Corner Detection

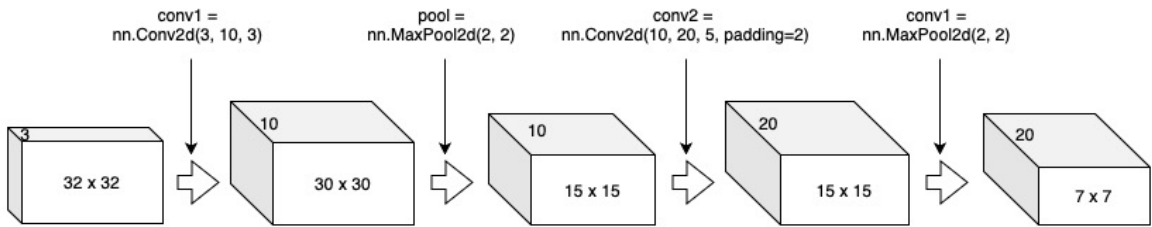
I start the implementation of the corner detection with the weight shown in the slides where it only has number 1 and 0. This kernel doesn't really show much a difference between different corners. My next attempt is to change the corner kernel weight to be ranged from 0 to 2, hoping to create a bigger difference. However, that result in a similar result.

## Blur + Edge Dection

For the challenge, I pick to use blur along with vertical edge dection. This is because we have previously done vertical edge dection on full resolution, and now I want to see how big an impact the blur has. After the testing, I can tell that the full resolution does provide a more detailed edge dection. However, the blur image is still able to show the outline of the building.

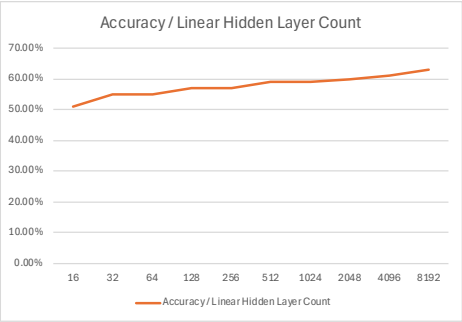
# CNN

## Architecture Diagram



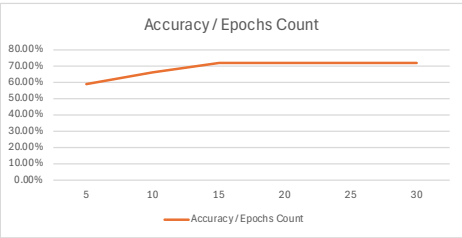
## Testing impact of linear hidden layer count

Number of Linear Hidden Layer	Number of Parameters	Number of Epochs	Time Taken for Training (HH:MM:SS )	Overall Accuracy (%)
16	13496	5	0:00:57	51.00%
32	37022	5	0:01:00	55.00%
64	68734	5	0:00:54	55.00%
128	132158	5	0:00:55	57.00%
256	259006	5	0:01:02	57.00%
512	512702	5	0:00:58	59.00%
1024	1020094	5	0:01:01	59.00%
2048	2034878	5	0:01:14	60.00%
4096	4064446	5	0:01:37	61.00%
8192	8123582	5	0:02:12	63.00%



## Testing impact epochs count

Number of Linear Hidden Layer	Number of Parameters	Number of Epochs	Time Taken for Training (HH:MM:SS )	Overall Accuracy (%)
512	512702	5	0:00:58	59.00%
512	512702	10	0:02:13	66.00%
512	512702	15	0:03:14	72.00%
512	512702	20	0:04:13	72.00%
512	512702	25	0:05:22	72.00%
512	512702	30	0:06:46	72.00%



## What Helps?

It seems like increasing number of epochs and number of linear hidden layer helps. However, you can easily see the diminish of return after a while.